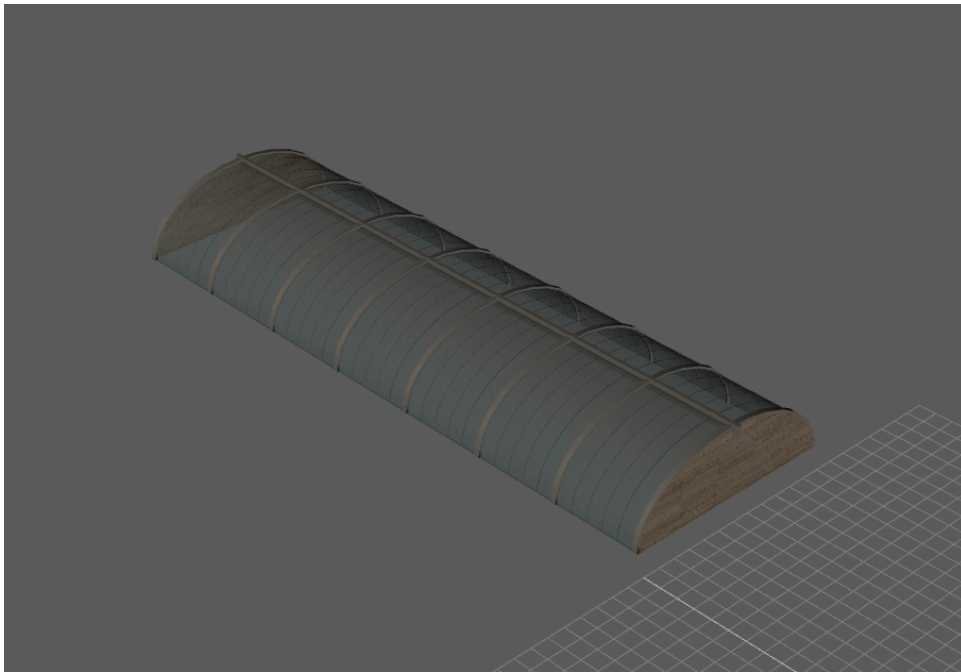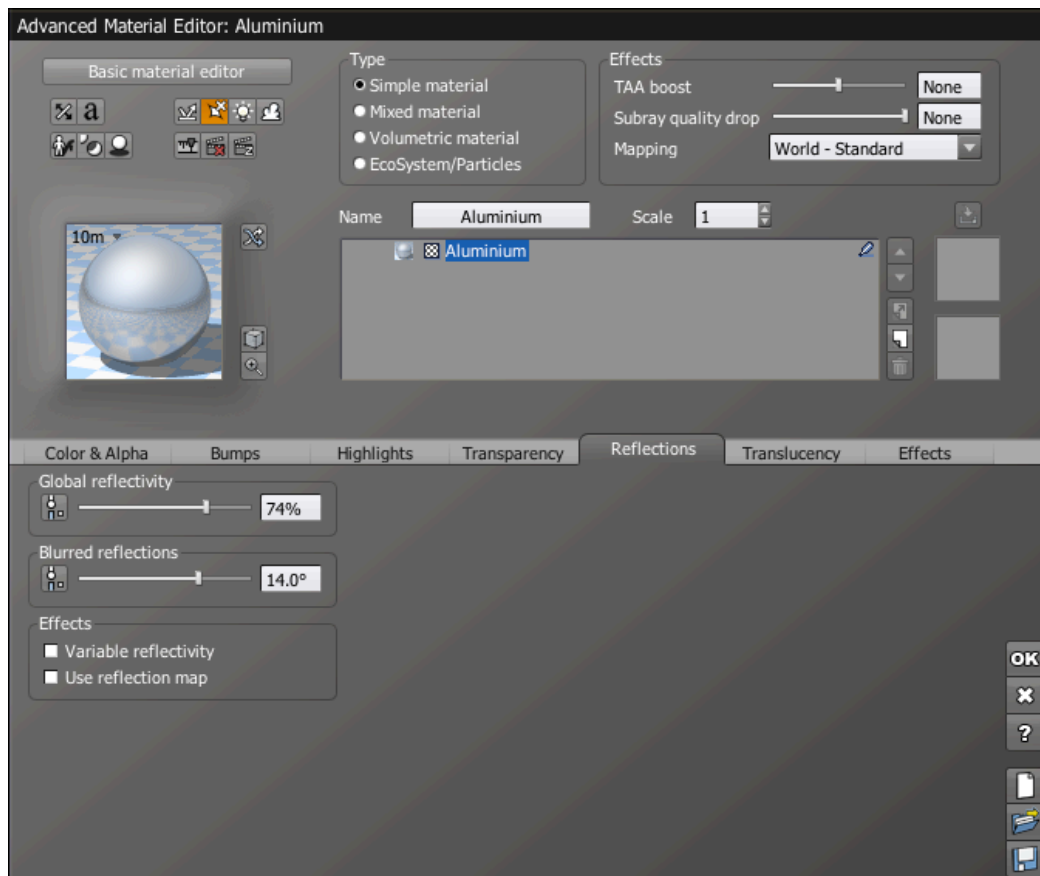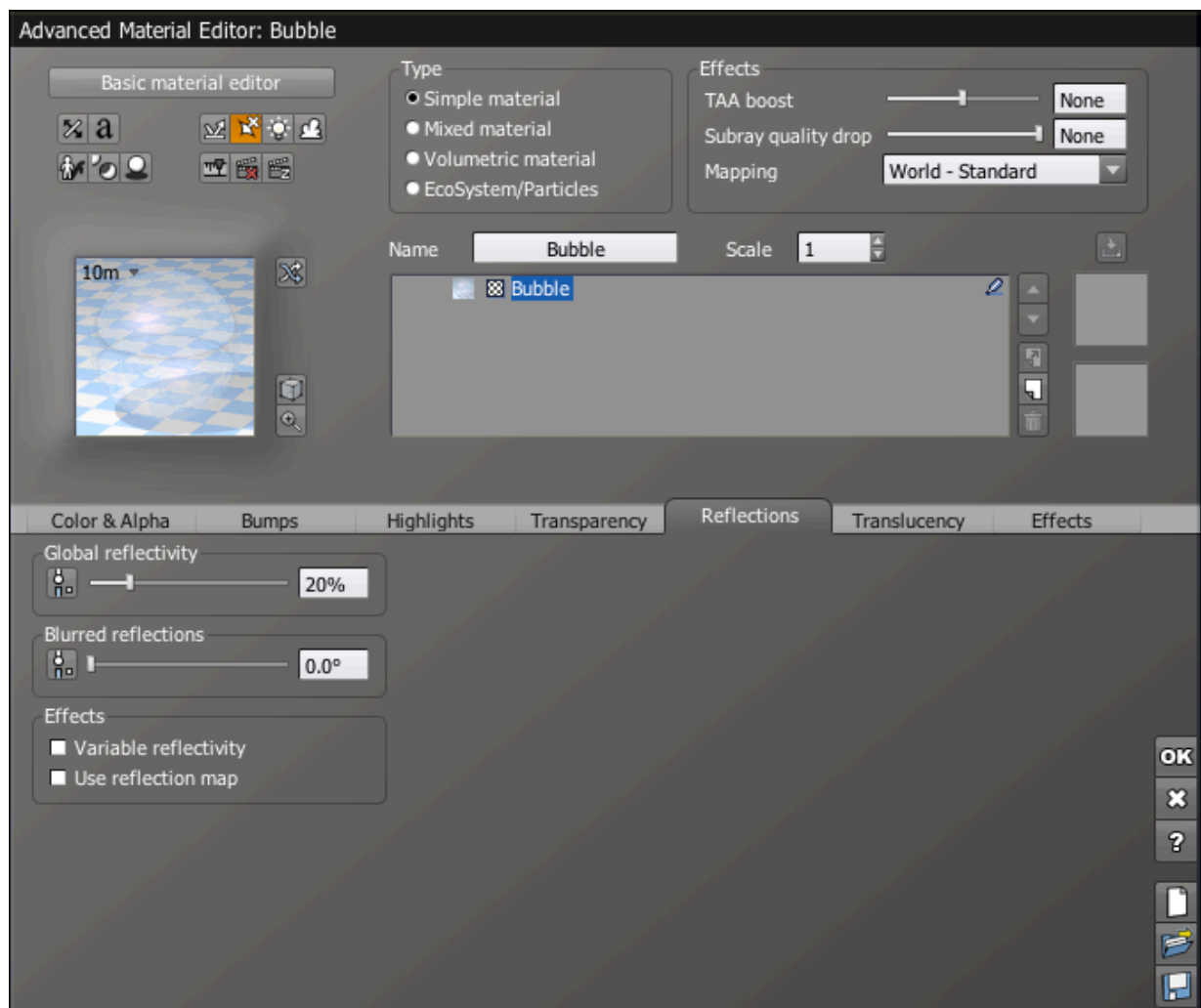# Poppy plantation on Mars

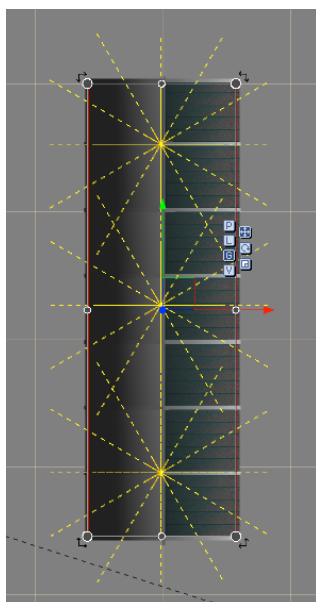Using Gallerie Bastion Spacious Interior

I removed everything except the glass roof and exported it as an .obj. I then imported the object into Vue 11 Complete.
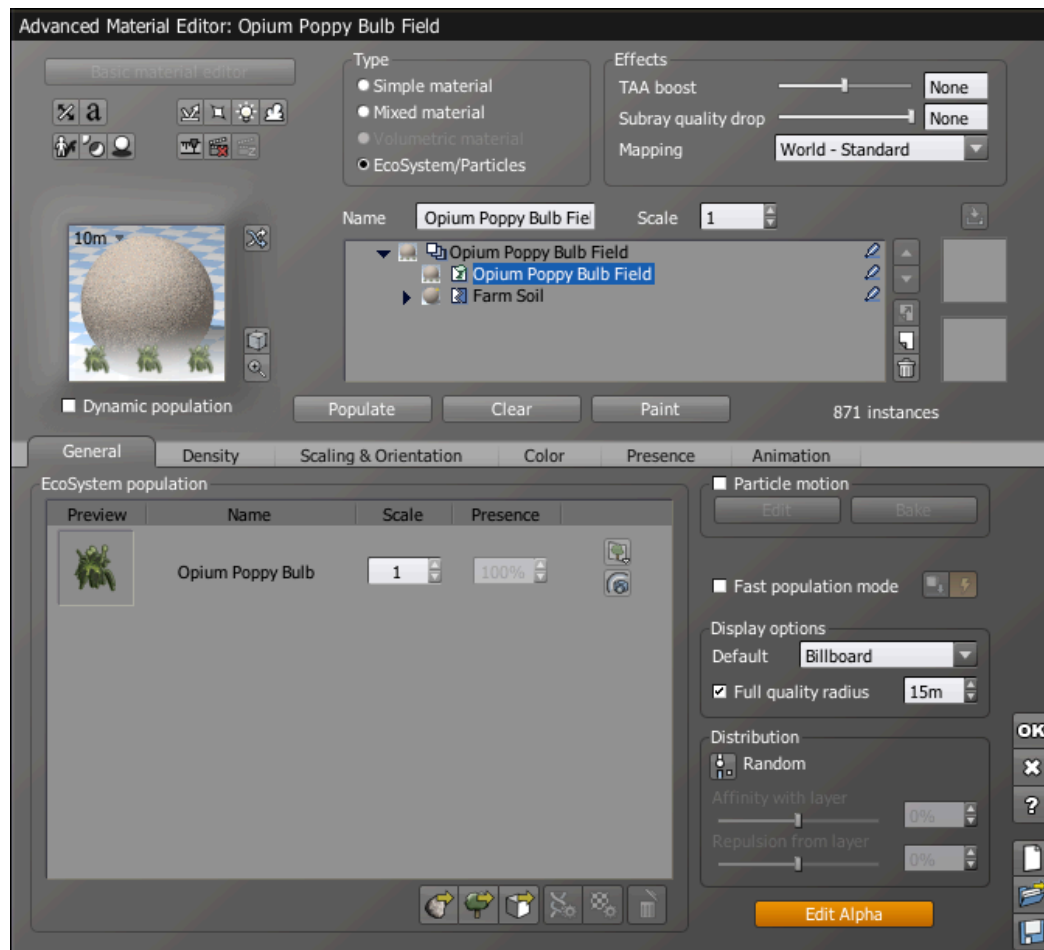

I changed all textures except the glass to Aluminum

Advanced Material Editor: Bubble

Basic material editor

Type
○ Simple material
● Mixed material
● Volumetric material
● EcoSystem/Particles

Effects
TAA boost — None
Subray quality drop — None
Mapping   World - Standard

10m

Name   Bubble   Scale 1

⊠ Bubble

Color & Alpha | Bumps | Highlights | Transparency | Reflections | Translucency | Effects

Global reflectivity
——— 20%

Blurred reflections
——— 0.0°

Effects
■ Variable reflectivity
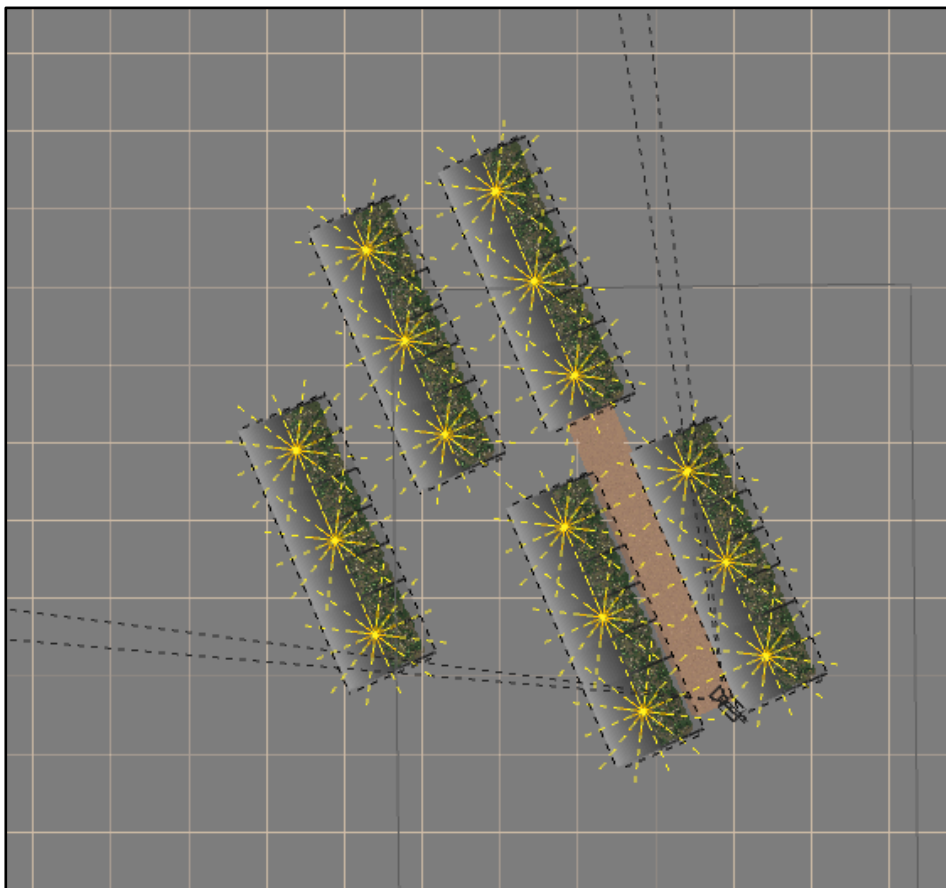■ Use reflection map

OK
✕
?

For the glass I used a "bubble" texture, with some interesting optical effects.
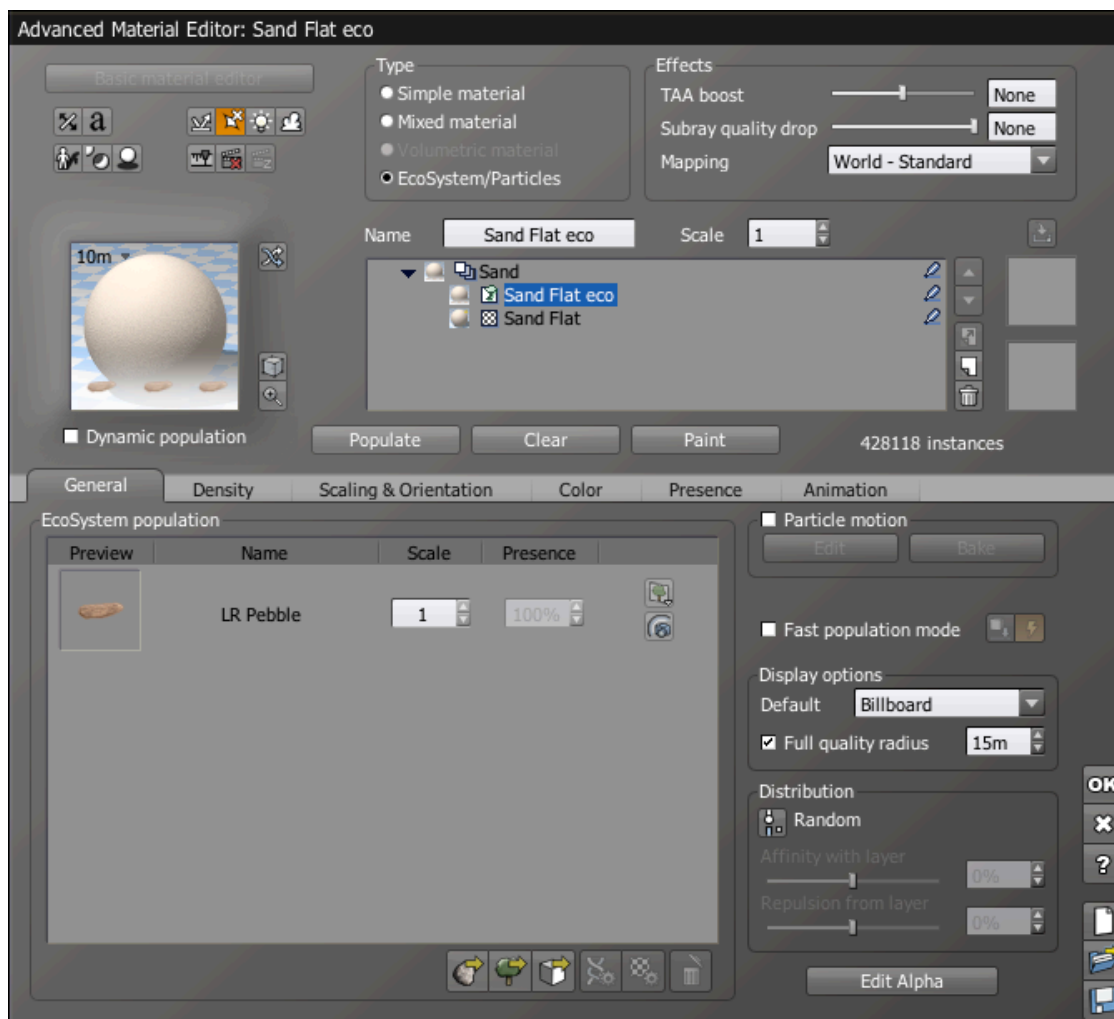

I added three green house lights inside,
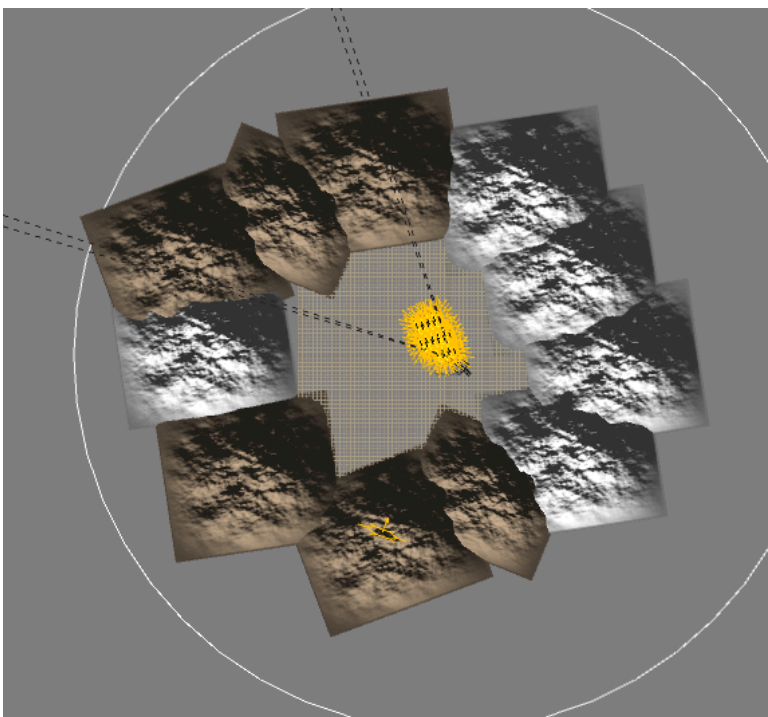and created a plane that was inside,
where the poppy should grow.

I used a Poppy EcoSystem in the plane.(From Realms Art)

I grouped the greenhouse with the light and the plane and replicated those groups until I had a small farm.

Advanced Material Editor: Sand Flat eco

Type
● Simple material
● Mixed material
○ Volumetric material
○ EcoSystem/Particles

Effects
TAA boost — None
Subray quality drop — None
Mapping   World - Standard

10m

Name   Sand Flat eco   Scale   1

▼ Sand
   Sand Flat eco
   Sand Flat

■ Dynamic population   Populate   Clear   Paint   428118 instances

General   Density   Scaling & Orientation   Color   Presence   Animation

EcoSystem population

Preview	Name	Scale	Presence
	LR Pebble	1	100%

■ Particle motion
   Edit   Bake

■ Fast population mode

Display options
Default   Billboard
☑ Full quality radius   15m

Distribution
⊡ Random
Affinity with layer   0%
Repulsion from layer   0%

Edit Alpha

OK
✕
?

I placed a plane between two of the green houses which I populated with an EcoSystem with low poly pebbles.

Then I added a circle of mountains surrounding it all.